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AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1-105. (Canceled)

106.   (Currently Amended) In a network of gaming machines, each of said gaming machines having a user interface activatable by a player to affect game display, each of said gaming machines being capable of accepting different wager amounts made by the player, a method of randomly awarding one progressive prize [[of]] from a plurality of progressive prizes using a second game to select said one progressive prize, a display of said second game being triggered upon an occurrence of a random trigger condition having a probability of occurrence related to the amount of the wager, comprising:

making a wager at a particular gaming machine in the network of gaming machines;

initiating a first main game at said particular gaming machine;

[[determining the]] causing a second game trigger condition to occur as a result of said first main game being initiated, said second game trigger condition occurring randomly and [[upon an event]] having a probability of occurrence dependent on the amount of the wager made at said particular gaming machine;

triggering a second game to appear at said particular gaming machine in response to said [[determining]] occurrence of said second game trigger condition, said second game appearing after completion of said first main game;

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[[an outcome of said second game]] randomly selecting said [[determining which]] one progressive prize [[of]] from said plurality of progressive prizes that has been won;

displaying said second game to the player at said particular gaming machine in response to said triggering;

activating said user interface at said particular gaming machine by said player during said displaying of said second game to affect the display of said second game;

identifying to the player [[which]] said one progressive prize from [[of]] said plurality of progressive prizes that has been won; and

awarding said one progressive prize from [[of]] said plurality of progressive prizes that has been won.

107.   (Currently Amended) The method of claim 106, wherein said step of [[determining the]] causing a second game trigger condition to occur includes:

(1)   selecting a random number from a predetermined range of numbers;

(2)   allotting a plurality of numbers from the predetermined range of numbers in proportion to the amount of the wager made at said particular gaming machine; and

(3)   indicating the occurrence of the trigger condition if one of the allotted numbers matches the selected random number.

108.   (Previously Presented)   The method of claim 107 wherein the amount of the wager is an amount in credits.

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109.   (Previously Presented)   The method of claim 107 wherein said step of making a wager includes betting a plurality of credits, and wherein said step of allotting includes allotting one number for each credit bet.

110.   (Currently Amended) ~~The method of claim 107~~ In a network of gaming machines, each of said gaming machines having a user interface activatable by a player to affect game display, each of said gaming machines being capable of accepting different wager amounts made by the player, a method of randomly awarding one progressive prize from a plurality of progressive prizes using a second game to select said one progressive prize, a display of said second game being triggered upon an occurrence of a random trigger condition having a probability of occurrence related to the amount of the wager, comprising:

making a wager at a particular gaming machine in the network of gaming machines;

initiating a first main game at said particular gaming machine;

causing a second game trigger condition to occur as a result of said first main game being initiated, said second game trigger condition occurring randomly and having a probability of occurrence dependent on the amount of the wager made at said particular gaming machine, said step of causing the second game trigger condition including:

(1)   selecting a random number from a predetermined range of numbers;

(2)   allotting a plurality of numbers from the predetermined range of numbers in proportion to the amount of the wager made at said particular gaming machine,

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[[wherein]] said step of allotting [[includes]] including allotting one number for each unit of currency of the amount wagered; and

(3)   indicating the occurrence of the second game trigger condition if one of the allotted numbers matches the selected random number;

triggering a second game to appear at said particular gaming machine in response to said occurrence of said second game trigger condition, said second game appearing after completion of said first main game;

randomly selecting said one progressive prize from said plurality of progressive prizes that has been won;

displaying said second game to the player at said particular gaming machine in response to said triggering;

activating said user interface at said particular gaming machine by said player during said displaying of said second game to affect the display of said second game;

identifying to the player said one progressive prize from said plurality of progressive prizes that has been won; and

awarding said one progressive prize from said plurality of progressive prizes that has been won.

111.   (Currently Amended) The method of claim 106 wherein each of said gaming machines includes a random number generator, and further including initializing said random number generator of each of said gaming machines to generate random numbers from a predetermined fixed range of numbers, said step of initializing occurring at start up and prior to said step of initiating said first main game; and

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for every <u>said first main</u> game that is <s>played</s> <u>initiated,</u> selecting a random number from said predetermined fixed range of numbers.

112.   (Previously Presented)   The method of claim 107 wherein said step of selecting a random number includes generating a random number from a random number generator.

113.   (Canceled).

114.   (Previously Presented)   The method of claim 106 wherein said step of identifying occurs at the completion of said second game.

115.   (Previously Presented)   The method of claim 106 wherein said step of displaying said second game includes displaying spinning reel strips; and further including stopping said spinning reel strips in response to said step of activating.

116.   (Previously Presented)   The method of claim 115 wherein said user interface includes buttons; and wherein said step of stopping said spinning reel strips includes pressing said buttons of said particular gaming machine.

117.   (Currently Amended) The method of claim 106 wherein said step of triggering a second game includes <s>awarding more than one game</s> <u>triggering a plurality of second games</u>.

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118. (Previously Presented)   The method of claim 106 wherein each of said gaming machines has a currency denomination; and wherein said currency denomination of each of said gaming machines is one cent.

119. (Currently Amended) The method of claim 106 wherein said plurality of progressive prizes are of unequal values.

120. (Previously Presented)   The method of claim 106 wherein each of said plurality of progressive prizes being a fraction of an incrementing pool.

121. (Currently Amended) The method of claim 106 wherein said first main game has a first probability of winning and said second game has a higher probability of success winning than said first main game.

122. (Previously Presented)   The method of claim 106 and further including alerting the player that said step of triggering has occurred, said step of alerting occurring prior to said step of displaying said second game.

123. (New) The method of claim 106 wherein said step of randomly selecting said one progressive prize is performed after said step of triggering a second game to appear.